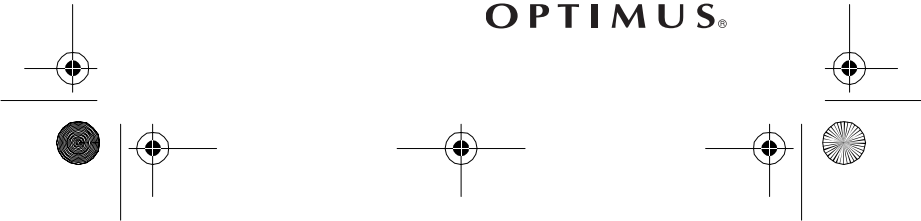


Cat. No. 14-1237
OWNER'S MANUAL

Please read before using this equipment.

SCP-94

**AM/FM Stereo
Cassette Player**



FEATURES

Your Optimus SCP-94 AM/FM Stereo Cassette Player is a lightweight, portable cassette player with a built-in AM/FM radio. You can connect the supplied stereo headphones for private listening, or enjoy cassette tapes or the radio through its mini speakers. Its features include:

Auto Stop — automatically stops tape playback at the end of a tape side.

Bass Boost On/Off Switch — lets you increase your music's bass sound.

Automatic Frequency Control Circuit — helps lock FM tuning for drift-free reception.

Removable Belt Clip — allows hands-free carrying while walking or jogging, for example.

Note: You need two AA batteries (not supplied) to operate your SCP-94.

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PREPARATION

INSTALLING BATTERIES

You need two AA batteries (not supplied) to power your SCP-94. For the best performance and longest life, we recommend alkaline batteries, such as RadioShack Cat. No. 23-557. Follow these steps to install batteries.

1. Press down on the battery compartment cover and slide it off in the direction of the arrow marked on the cover.
2. Install the batteries as indicated by the polarity symbols (+ and -) marked inside the compartment, with both batteries over the ribbon.

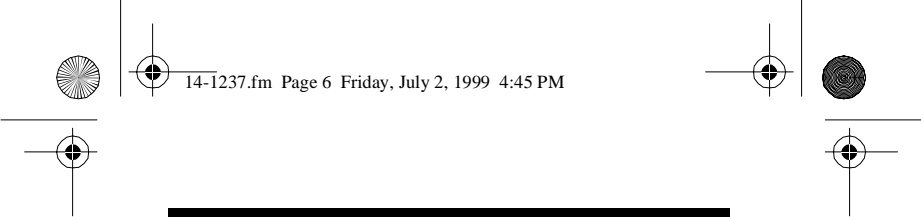
Caution: Use only fresh batteries of the required size and type. Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

3. Replace the cover.

If the sound gets distorted or weak, replace the batteries.


Cautions:

- Always dispose of old batteries promptly and properly.
- If you do not plan to use the SCP-94 for a week or more, remove the batteries. Batteries can leak chemicals that corrode or damage electronic circuits.




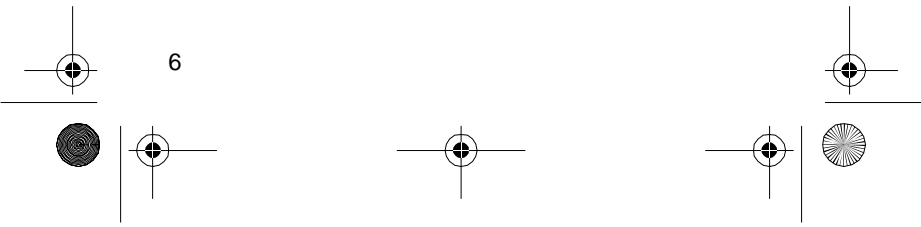
CONNECTING HEADPHONES/ SPEAKERS

You must connect the supplied stereo headphones or the bonus mini speakers to listen to the SCP-94.

Connect the headphones to the  jack.



Or, connect the mini speakers to the  jack.



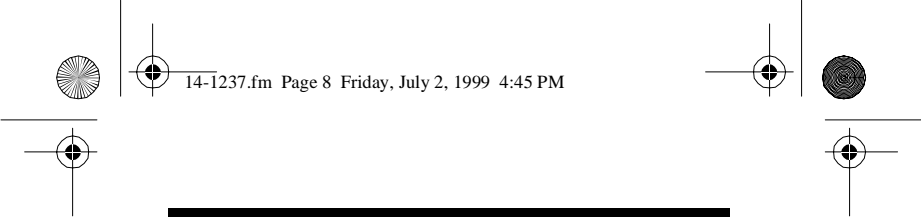
Listening Safely

To protect your hearing, follow these guidelines when you use headphones.

- Set the volume to the lowest setting before you begin listening. After you begin listening, adjust the volume to a comfortable level.
- Do not listen at extremely high volume levels. Extended high-volume listening can lead to permanent hearing loss.
- Once you set the volume, do not increase it. Over time, your ears adapt to the volume level, so a volume level that does not cause discomfort might still damage your hearing.

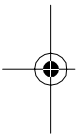
Traffic Safety

Do not wear headphones while operating a motor vehicle or riding a bicycle. This can create a traffic hazard and could be illegal in some areas.

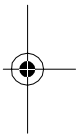


Even though some headphones are designed to let you hear some outside sounds when listening at normal volume levels, they can still present a traffic hazard.

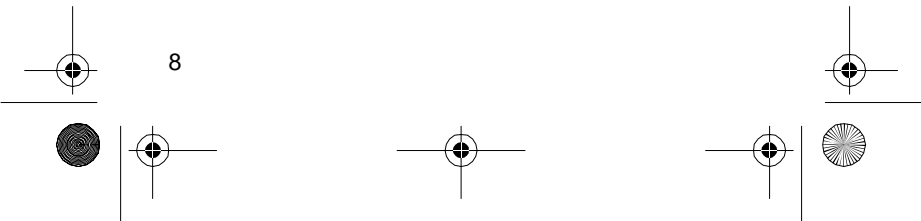
USING THE BELT CLIP

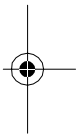
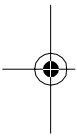


The belt clip lets you keep your hands free while you listen to the SCP-94. To attach the belt clip, slide it into the slots on the back of the SCP-94 and push up until it latches into place.





To remove the belt clip, push down on the tab and slide it off in the direction of the arrow.









1. Set **RADIO/TAPE•RADIO OFF** to **RADIO** to turn on the radio.
2. Adjust **VOL** until you hear sound.
3. Set **FM/AM** to select the desired band.

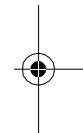



14-1237.fm Page 10 Friday, July 2, 1999 4:45 PM







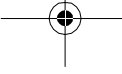
4. Turn **TUNING** to select the desired station.







10







Notes:

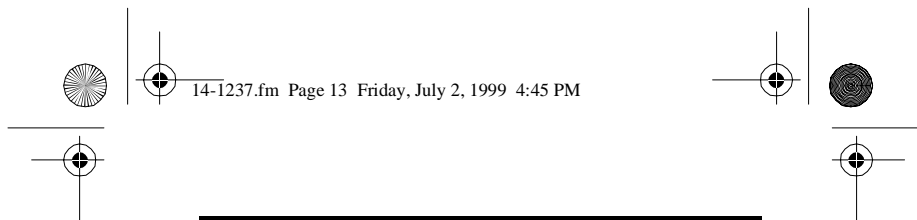
- The AM antenna is built-in. Rotate the cassette player to improve AM reception. For the best FM reception, fully extend the headphones' or mini speakers' cord.
 - The FM STEREO indicator lights when the SCP-94 receives an FM broadcast in stereo.
5. Adjust **VOL** to the desired listening level.
 6. Set **BASS BOOST** to **ON** for an enhanced bass effect. Set it to **OFF** for normal bass sound.
 7. Set **RADIO/TAPE•RADIO OFF** to **TAPE•RADIO OFF** to turn off the radio.

CASSETTE OPERATION

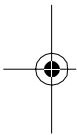

PLAYING A CASSETTE TAPE

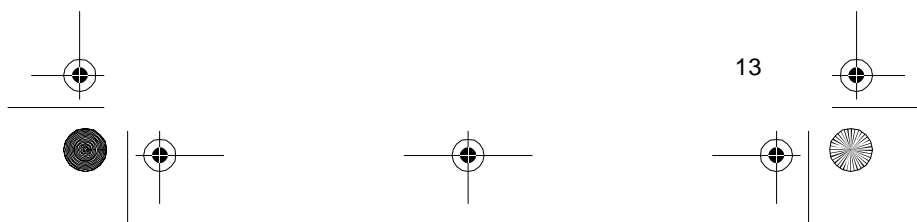
1. Take up any slack in the tape by turning the cassette's hub with a pencil. Do not touch the exposed tape.

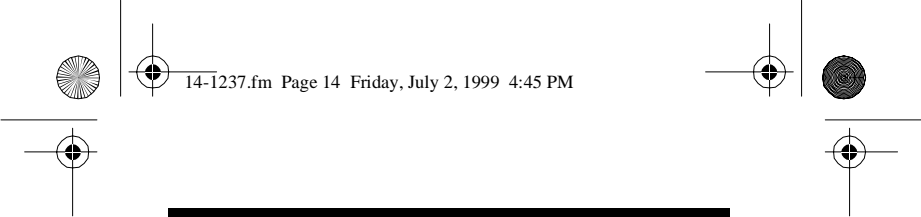
2. Pull open the cassette compartment door.
3. With its open edge facing up and its full reel to the right, insert the cassette tape into the cassette guides.



4. Close the door.
5. Set **RADIO/TAPE•RADIO OFF** to **TAPE•RADIO OFF**.
6. Press **PLAY** until it clicks. The cassette tape begins to play.

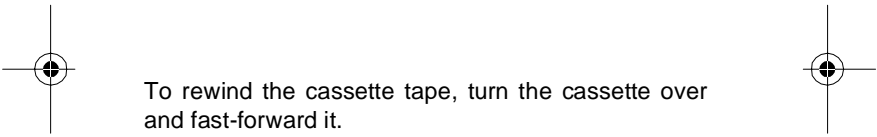
- 
7. Adjust **VOL** to the desired listening level.
 8. Set **BASS BOOST** to **ON** for an enhanced bass effect. Set it to **OFF** for normal bass sound.
 9. To stop playback, press **STOP**.
- 





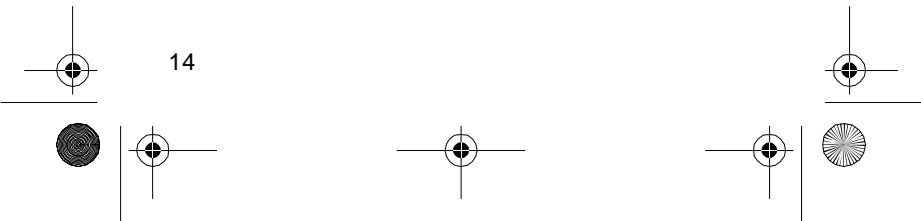
USING FAST FORWARD

To fast-forward the tape, press **FF**. The tape fast-forwards until you press **STOP** or the tape reaches the end of one side.



To rewind the cassette tape, turn the cassette over and fast-forward it.

Note: Always press **STOP** to release **FF** when the tape reaches the end of a side and before going from **PLAY** to **FF**, or from **FF** to **PLAY**.



TAPE TIPS

TAPE QUALITY

For the best performance, use only regular length (60- or 90-minute) cassette tapes. We do not recommend long-playing cassette tapes, such as C-120s, because they are extremely thin and can easily tangle in the playback mechanism.

RESTORING TAPE TENSION AND SOUND QUALITY

After you play a cassette tape several times, the tape might become tightly wound on the reels. This can cause playback sound quality to deteriorate.

To restore the sound quality, fast-forward the tape from the beginning to the end of one side, then turn it over and fast-forward it to the end of the other side. Then loosen the tape reels by gently tapping each side of the cassette's outer shell on a flat surface.

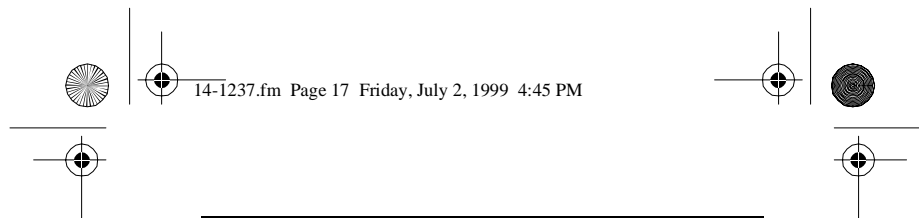
Caution: Be careful not to damage the cassette when tapping it. Do not touch the exposed tape or allow any sharp objects near the cassette.

CLEANING THE TAPE-HANDLING PARTS

Dirt, dust, or particles of the tape's coating can accumulate on the tape head and other parts that the tape touches. This can reduce the SCP-94's performance.

Follow these steps to clean the tape-handling parts after about every 20 hours of tape player operation.

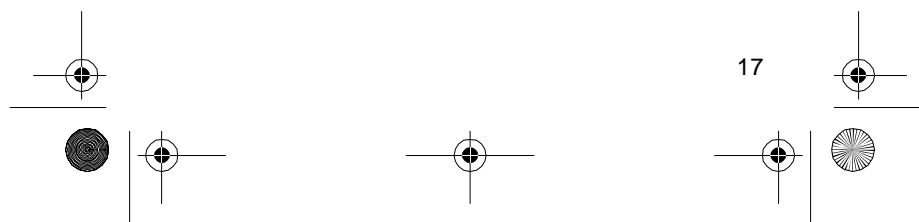
1. Remove the batteries.
2. Open the cassette compartment door.
3. Press **PLAY** to expose the tape-handling parts.



-
4. Use a cotton swab dipped in denatured alcohol or tape head cleaning solution to clean the playback head, pinch rollers, capstans and tape guide.

5. When you finish cleaning, press **STOP** and close the compartment, then reinstall the batteries.

Note: Your local RadioShack store has a complete line of cassette player cleaning supplies.



MAINTENANCE

Your Optimus SCP-94 Personal AM•FM Stereo Cassette Player is an example of superior design and craftsmanship. The following suggestions will help you care for the SCP-94 so you can enjoy it for years.

- Keep the SCP-94 dry. If it gets wet, wipe it dry immediately.
- Use and store the SCP-94 only in normal temperature environments.
- Handle the SCP-94 gently and carefully. Don't drop it.
- Keep the SCP-94 away from dust and dirt.
- Occasionally wipe the SCP-94 with a damp cloth to keep it looking new.

Modifying or tampering with the SCP-94's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your SCP-94 is not performing as it should, take it to your local RadioShack store for assistance.

SPECIFICATIONS

GENERAL

Power Requirements 3 V DC
Two AA Batteries (Cat. No. 23-557)
Dimensions (WHD) $3\frac{7}{8}$ \times $5\frac{1}{4}$ \times $1\frac{9}{16}$ Inches
(98 \times 133 \times 39 mm)
Weight (without batteries) 8.1 oz (229 g)

RADIO

Frequency Range FM 88–108 MHz
AM 530–1710 kHz

CASSETTE PLAYER

Tape System 4-Track, Stereo
Tape Speed $1\frac{7}{8}$ Inches per Second
Wow and Flutter 0.35%

SPEAKER

Dimensions (HWD) $2\frac{7}{16}$ \times $2\frac{7}{16}$ \times $3\frac{1}{8}$ Inches
(62 \times 62 \times 80 mm)
Weight 7.8 oz (222 g)
Size $2\frac{5}{16}$ Inches (58 mm)
Impedance 8 Ohms

Specifications are typical; individual units might vary.
Specifications are subject to change and improvement without notice.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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